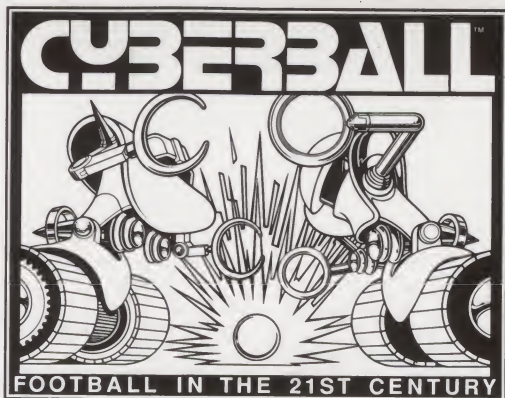


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OFFICIAL CYBERBALL PLAYBOOK



DOMARK

ICBL
INTERNATIONAL
CYBERBALL
LEAGUE

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The Game:

Cyberball: The year is 2022. Robots five times the size of humans, built to withstand the violence and destruction, battle it out in a head to head, metal on metal fight to the finish.

Cyberball is a game for one or two players based loosely on American football. By the 21st Century all humans have been eliminated from the game and you, as team captain, take control of the robots, selecting from teams like the Los Angeles Assassins and the Dallas Destroyers.

Cyberball Features:

Team captains select Offensive and Defensive plays, timeouts, passes, laterals, blitzes and replacements for weak or demolished players. Highlighted players are controlled by the team captains but watch out for a damaged player who will "Fumble" or explode in possession.

Playing Cyberball:

Control is via joystick or keyboard. First select which team you wish to play. In Offensive Mode—select Running, Passing or Option plays. In a Running Play hand the ball to the Running Back who must then try to dodge the defense. In Passing Plays the receiver must dodge the defense to get to the highlighted passing point so that the quarterback can throw it to him. Option Plays give the team captain a choice of either Running Plays or Passing Plays to select from.

Two Player Teams: In Offensive mode one player elects to pass, the other to receive. Both players are highlighted on screen. In Defensive Mode players select which robot to control by pressing fire prior to the "play" starting.

Turbo Boost: Press Turbo Boost on a Defensive Play to speed up for a few seconds. You can only use Turbo Boost once in each "Play", so don't waste it.

Controls: Control your robot via joystick or keyboard. Pressing fire selects options on selection screens, passes in Offensive Mode and also Turbo Boost.

Keys 8-bit: Follow on screen instructions.

16-bit: Keyboard

Q—Up
A—Down
Q—Left
P—Right
Space—Fire
H—Hold/Pause

Joystick

Push Forward—Up
Push Down—Down
Push Left—Left
Push Right—Right
Fire Button—Fire

Gameplay Tips:

Use Turbo Boost to catch up with players. When a player is boosting towards you change direction, if possible, to a diagonal to dodge. Timeouts can give players a chance to think about the "Plays" without the clock ticking down. Experiment with the different types of defense—Long Plays are good for interceptions, Short Defenses are good for sacking

In Defensive Mode the object is to "Sack" (or tackle) the opposition's quarterback before he passes the ball, or when passed, to intercept it. If the receiver catches the ball use your Turbo Boost to try and tackle the receiver. There are three types of defense—Short, Medium or Long which determine how close to the opposition your defenders stand at the beginning of the "play".

Team captains must then select the type of "play". The play chosen from the display shows the intended path of the players during the "play". Study your selection carefully and get ready for the action.

Cyberball Features:

Touchdowns: Are scored by either crossing the touchline with the ball, or by throwing the ball to your receiver behind the touchline.

Defuse Line: Each "play" the ball heats up until the "critical" stage is reached when the ball explodes destroying anyone in possession. During an Offensive Play crossing the defuse line resets the ball to "cool" status.

Breakdowns: If any player is tackled too often while in possession of the ball he becomes unreliable and may explode if tackled again. Replacement is possible only if funds are available.

Conversions: These are attempted immediately after touchdowns. Beware! The ball is automatically set to "critical" status.

the quarterback. Don't neglect Running Plays in offense, often a large gap opens up for a Running Back to make use of. Remember different players run at different speeds so think before passing!

LOADING INSTRUCTIONS

Disk

ATARI ST/AMIGA: Reset machine and insert game disk.

IBM PC: Boot machine with system disk. At A> prompt insert game disk and type "CYBER". Follow on screen instructions for graphic card selection.

SPECTRUM +3: Place disk in drive and use "LOADER" option from startup menu.

COMMODORE 64/128: Type LOAD""",8,1

AMSTRAD: Type RUN"DISC"

Cassette

SPECTRUM: Type LOAD""", press ENTER, then start tape.

COMMODORE 64/128: Press Shift and the RUN/STOP key.

AMSTRAD: Press CTRL and small ENTER key. If you have a disk drive attached first type I tape. (I is obtained by pressing the shift and @ keys simultaneously).

VIRUSES:

Many disks returned to us contain viruses causing games to stop loading. Do not accept pirated games as they often contain virus programs which can ruin entire software collections. Always write protect your disks to prevent infection.

KEY EVENTS IN THE EVOLUTION OF CYBERBALL

October, 2006

Commissioner of football hands down decision that Chicago All-Pro linebacker Paul "Bubba" Kwinn's bionically-repaired left knee violates league rules governing artificial player enhancements. Bubba is banned from the league.

August, 2008

League office orders that two Los Angeles players be tested for bionics after numerous protests by opposing teams. Tests reveal QB Rob "Rocky" Rowe (rebuilt right elbow) and wide receiver Doug "Gupper" Snyder (rebuilt right ankle and knee) to be guilty of bionic abuse. Both are banned.

September, 2008

Commissioner reveals plan for random bionic testing to be enforced immediately. Such tests expose numerous violations around the league in the following few weeks.

November, 2015

The league office is disbanded. The owners are now on their own.... In preparation for the playoffs, Pittsburgh introduces the league's first completely cybernetic player. Playing at fullback, model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.

July, 2016 – January, 2018

Pittsburgh's breaking of "the robot barrier" leads to the introduction of robots to play all positions. With the increasingly high salary demands by human players, and the increasing frequency and severity of their injuries, owners contemplate the possibilities of completely robotic teams.

August, 2020

The development of highly sophisticated and increasingly durable robots makes this dream a reality as Dallas fields the first all-robotic line-up and demolishes Los Angeles 82-24. The Dallas coaching staff controls all of their team's action from control rooms above the end zones.

October, 2020 – December, 2022

Other team owners follow Dallas' example, assembling fully-robotic teams.... Billions of dollars are spent on development of bigger and better robots.

October, 2008

Players' Union representative John "The Judge" Salwitz pleads with players to support the case of those recently exiled from the game. Amid sagging attendance and a noticeably deteriorating level of play, players agree to a strike which lasts through the remainder of the current season.

July, 2009

Under mounting pressure from owners, the league office gives in to the players' demands. The league will grant approval for bionic surgery on a case-by-case basis. Previously banned players are invited back.

August, 2009 – December, 2014

League office struggles to keep the widespread use of bionics under control, but literally hundreds of surgery cases prove too much to keep track of. Players with as much as 50% of their bodies artificially replaced or enhanced become commonplace.

January, 2022

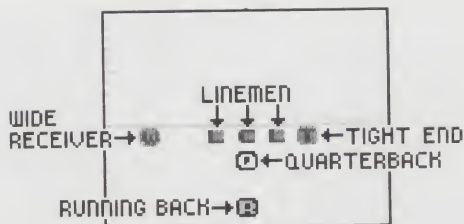
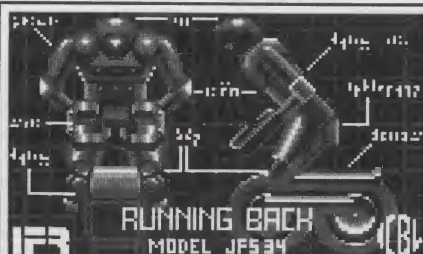
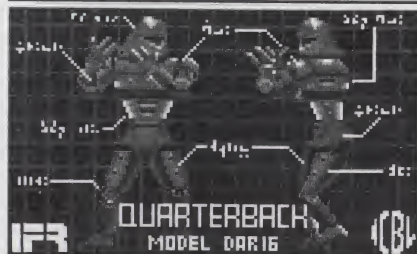
The last human to play the game, Dave "Rocket" Ralston, makes his final appearance, playing wide receiver for Houston. His performance on this day is tragically cut short, however, when he is decapitated by a face-masking violation.

May, 2022

The International Cyberball League (ICBL) is formed.... Its rule book is written, introducing several exciting new elements to the game of football. Most notable of these elements is the acceptance of explosives in the game.

August, 2022 – ?????

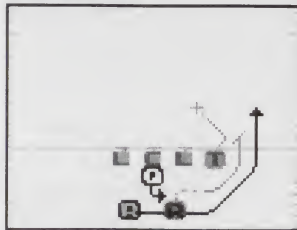
Only teams with owners able to continually produce the strongest and most athletically advanced robots survive more than one season.... Fan support for this new sport reaches levels never before seen in professional sports.... Many star "players" are idolized by kids around the world.... Some "players" use their immense popularity to vault into new careers as sportscasters and movie stars....



OFFENSIVE TIPS

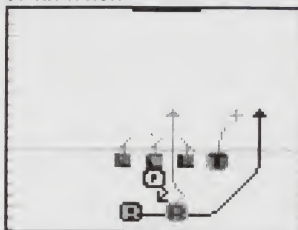
- 1) Use a balanced attack. If you overuse a receiver you will become predictable.
- 2) Run up the center—hard to detect on defense.
- 3) Beware of the blitz...even from non-blitz defenses.
- 4) Don't focus on just one receiver. Look for options as the play develops.
- 5) If it doesn't work the first time, try it again later on. Some of the offenses are complex and need practice.

00 TRAIL SWEEP



Right back in motion, blocks for left back. Effective against 3-4 defense.

01 HIT-N-RUN



Quick hitter through center or wide to right.

02 BACK DOOR

Line opens door for quick exit through center.



03 EASY OUT

Left back swings left to field wide pitch.

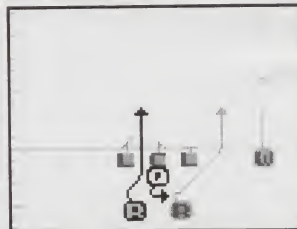


04 BACKLASH



Right back shifts to slot. Run slot back inside or other back outside.

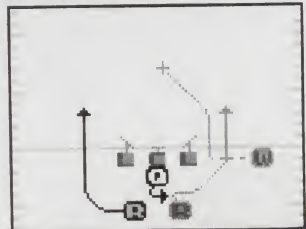
05 SNAKEDANCE



Backfield action may draw attention from wide receiver.

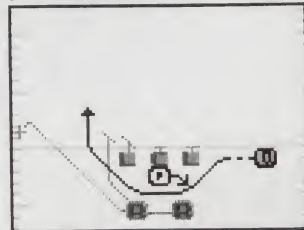
06 SHAKEDOWN

Wide receiver in motion. Pitch to left back swinging wide.



07 TIDAL WAVE

Wide receiver in motion, comes around for hand-off and follows surge left.

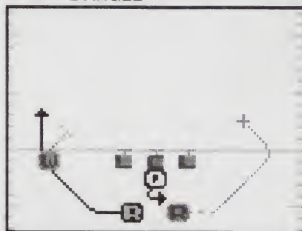


08 WHAM-BAM



Hit right back quick and say good-bye as line opens door.

09 WIDE ANGLE



Wide pitch to left back as defense focuses on right back in motion.

0A OVERDRIVE

Left back shifts to slot, blocks straight ahead for right back sweeping left.

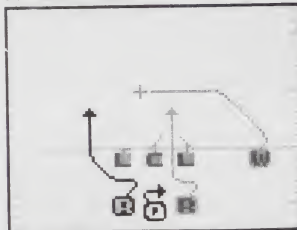


0B RUMBLE

Left back shifts to slot, then comes across to block for right back.

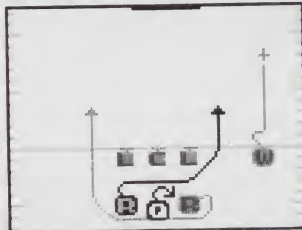


0C SIDEWINDER



Pitch to either back for short gain.

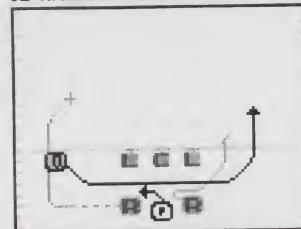
0D ROUNDABOUT



Lots of confusion in defending this run.

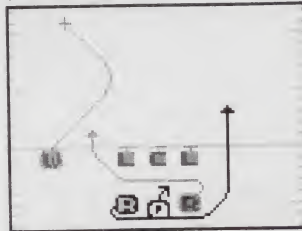
0E RAZZLE-DAZZLE

Left back in motion. Right back blocks for wide receiver on end-around.

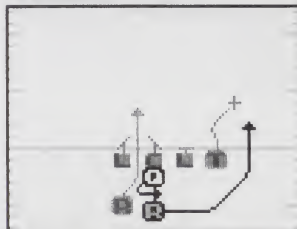


0F CROSS-UP

Backfield seems confused as wide receiver often gets open.

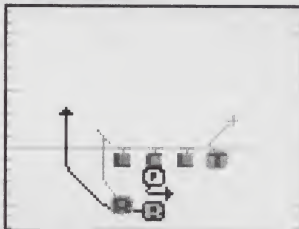


10 ROCKET



Blast through line or sweep right.

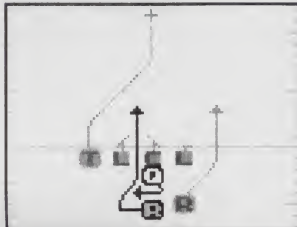
11 EASY RIDER



Trailing back motors behind lead back's block.

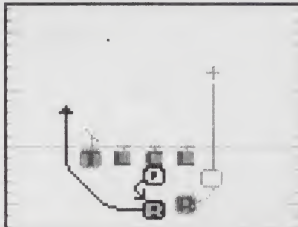
12 FENDER BENDER

Left back slams through line as tight end draws coverage deep.

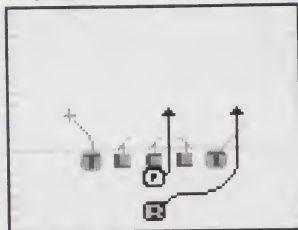


13 CANNED HEAT

Right back shifts to slot. Pitch left or throw right.

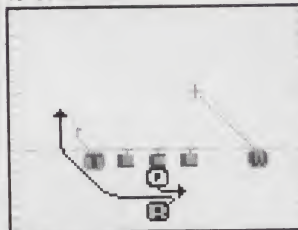


14 JAMMIN'



Try sneaking thru line for short gain.

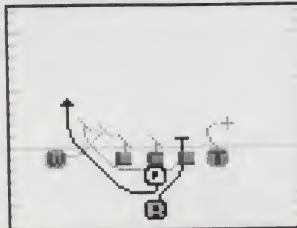
15 SWEETNESS



Misdirection right-to-left. Tight end throws lead block.

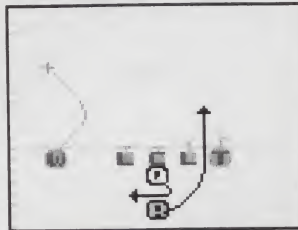
16 BOOTLEG

Pulling guard leads quarter-back keeper.

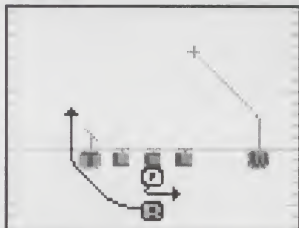


17 CAN-O-CORN

Simple, but effective. Wide receiver may be left alone.

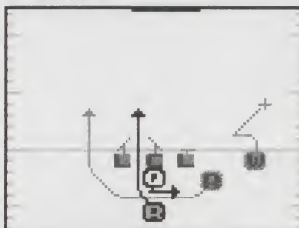


18 JUICE



Tight end springs block for running back.

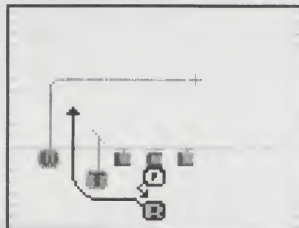
19 SLAMMER



While running backs lock up defense at the line, wide receiver may get open.

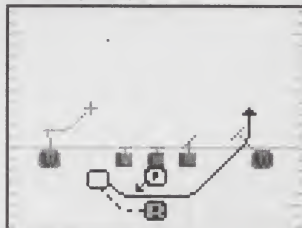
Running back takes quick pitch and storms left flank.

1A ASSAULT WAVE

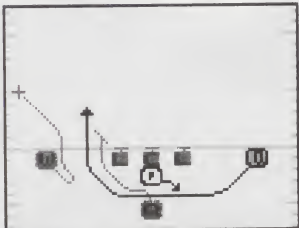


Running back shifts to slot on left, returns around for run to right.

1B ABOUT-FACE

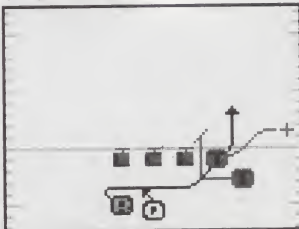


1C FRENZY



Wide receiver gets plenty of blocking on high-speed end-around.

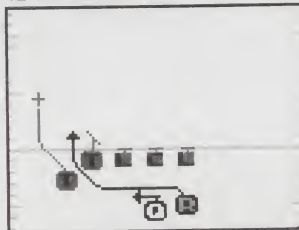
1D JUNK YARD



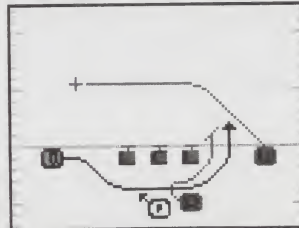
Inside hand-off to running back, or hit tight end for short gain.

Running back takes inside hand-off, follows flow.

1E POWER TRAIN

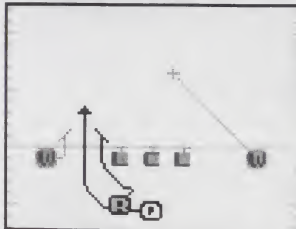


1F SPEED



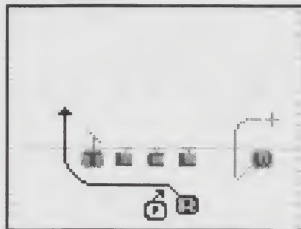
Wide receiver zooms around for inside hand-off, follows running back block.

20 BLEEDER



Wide receiver and running back provide blocking for quarterback keeper.

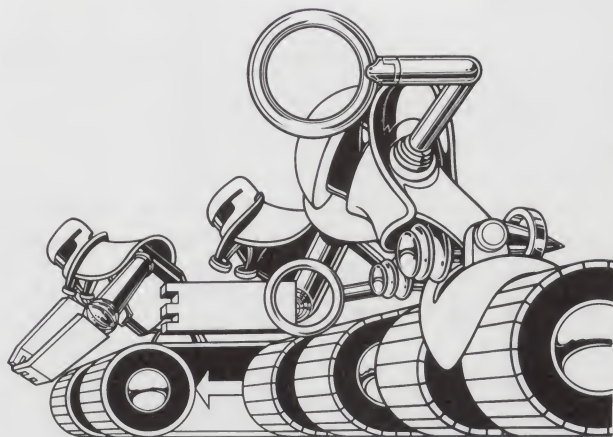
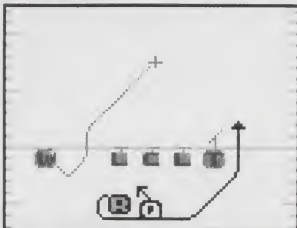
21 DAYLIGHT



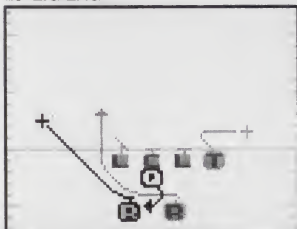
Running back takes inside hand-off, follows tight end block.

22 CLUNKER

Running back takes back-door hand-off, follows tight end block.



23 ZIG-ZAG



Both backs zig right, zag left. Can hit tight end for short gain.

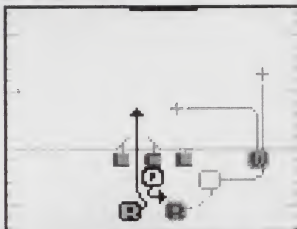
24 SUICIDE



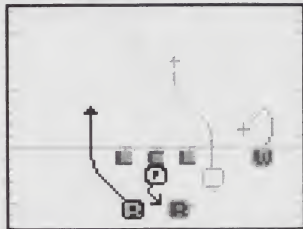
Left back in motion. Keep it, if you dare, or dump off to trailing back.

25 STUTTER

Right back shifts to slot. Quick hand-off to left back for short gain or watch for right back down sideline.



26 OVER EASY



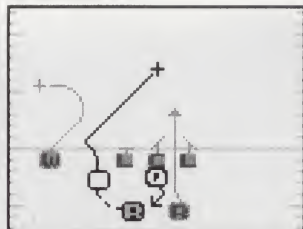
Right back shifts to slot—watch for him over middle.

27 DRIVER'S SEAT



Right back in motion. Quarterback steers left for keeper behind left back's block.

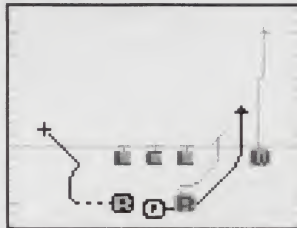
28 SPEED SHIFT



Left back shifts to slot. Mid-field attack by air or ground.

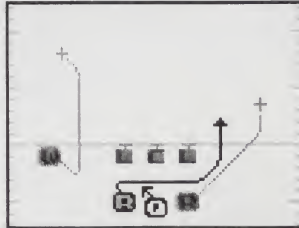
29 SUNDAY DRIVE

Keep it, or fake keeper to draw defense in, then hit speeding wide receiver.



2A PIVOT

Wide receiver fakes end-around. Inside pitch to left back.

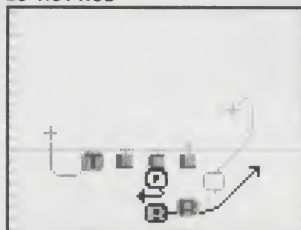


2B SWITCH-HITTER



Left back and tight end run out-patterns, split defense. Right back counters up center.

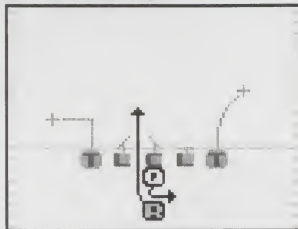
2C HOT ROD



Right back shifts to slot. Pitch to left back as he follows for sweep.

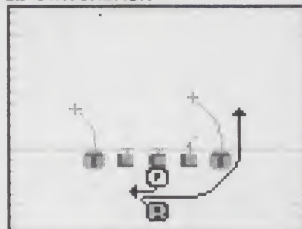
Rock left for quick hand-off, or roll right for short pass to either tight end.

2D HEAVY METAL

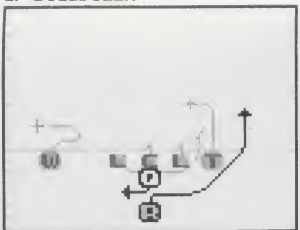


Running back counters right against flow left.

2E SWITCHBACK

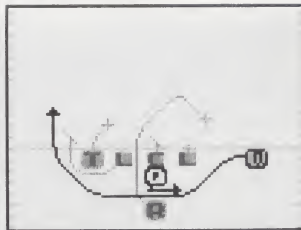


2F BULLDOZER



Pulling left guard leads sweep right.

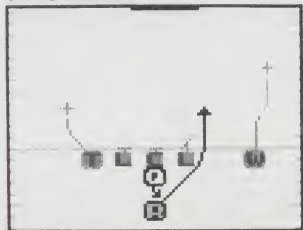
30 AFTERBURNER



Wide receiver draws coverage. Watch for running back to be open.

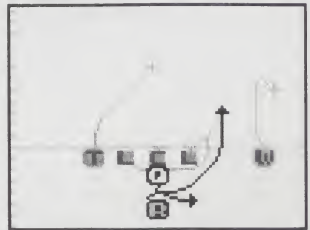
Running back takes pitch and turns it on around right side.

31 POWER SURGE

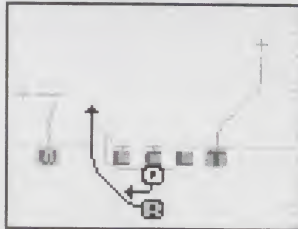


Running back pivots to take hand-off and follow pulling guard's blocking.

32 SPIN-OUT



33 STEAMROLLER



Heavy action to left. Tight end may get open on right.

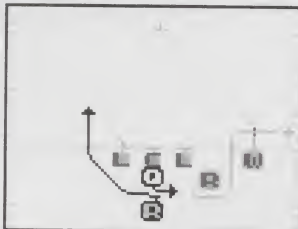
34 PLUNGE



Quick dive for short gainer.

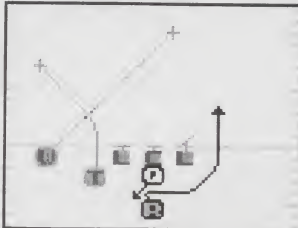
Running back and slot back throw fakes to draw attention from wide receiver going deep.

35 DECOY

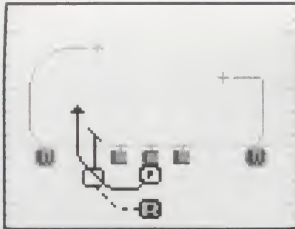


Wide receiver can go deep for score. But running back could be surprise out of backfield.

36 DEEP THREAT

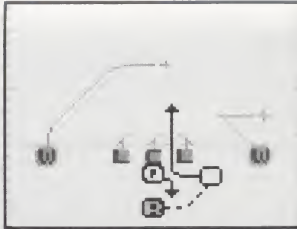


37 TIP-TOE



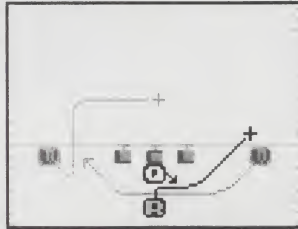
Running back shifts to slot. Quarterback sneaks around behind his block.

38 IN-YOUR-FACE



Running back shifts to slot, takes quick hand-off and punches through line. Can cause embarrassment for defense!

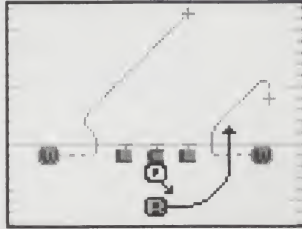
39 CONFUSION



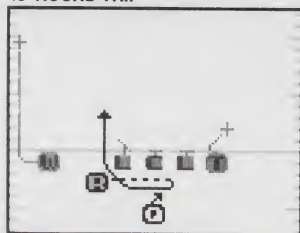
Pass to running back, or pitch to wide receiver flying back around. Sure to confuse.

Double motion. Deep pattern by left receiver opens up coverage, creates excitement.

3A THRILLER

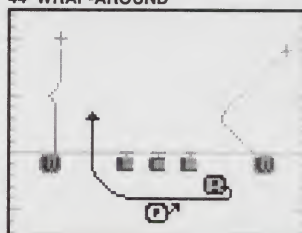


43 ROUND TRIP



Take the long way home!

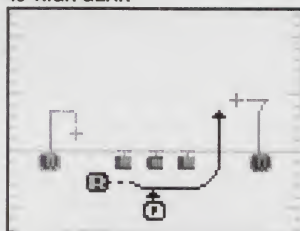
44 WRAP-AROUND



Running back curls back for inside hand-off as receivers spread defense to corners.

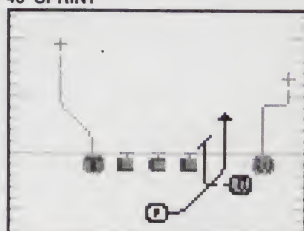
Running back in motion, takes inside hand-off and accelerates around corner.

45 HIGH GEAR

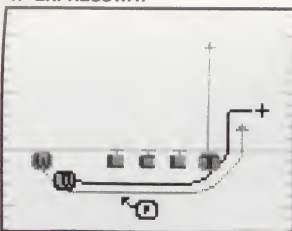


Wide receiver in motion from slot, throws lead block for quarterback keeper.

46 SPRINT

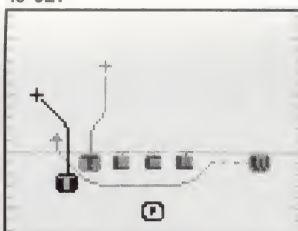


47 EXPRESSWAY



High-speed action—merge with caution!

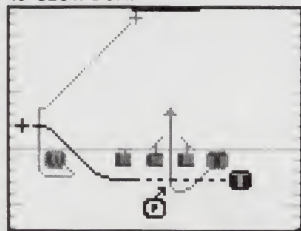
48 JET



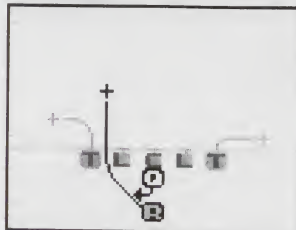
Wide receiver in motion, screams thru for inside hand-off.

Tight end in motion. Hit other tight end for shot through line, or wait for wide receiver sailing deep.

49 SLOW BOAT

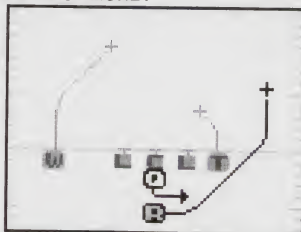


4A THRUST



Running back as receiver often unexpected.

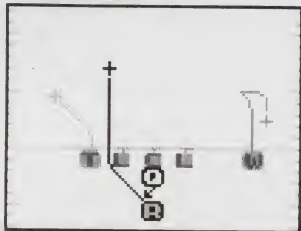
4B EASY MONEY



Roll right, throw left. Jackpot!

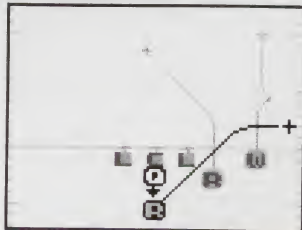
4C BROADWAY

Running back is the star as streak pattern takes center stage.

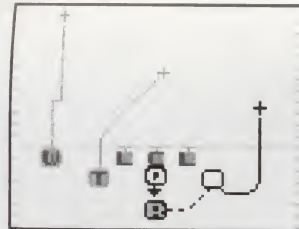


4D DOUBLE-CROSS

3 receivers flood right. Sure to annoy defenders!

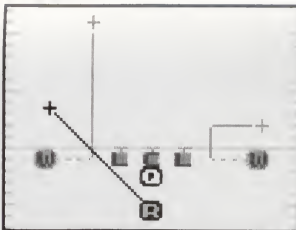


4E SHOWTIME



Running back shifts to slot. 3 receivers fill out the cast of a sure hit!

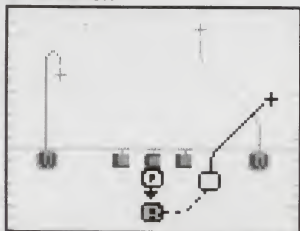
4F SLICK



Double motion causes defensive panic. Remember outlet possibility to running back.

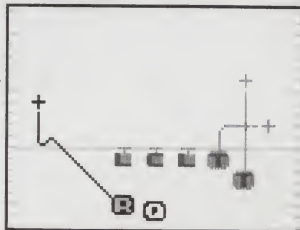
50 STRETCH

Running back shifts to slot. Interesting combination of patterns thins out coverage.

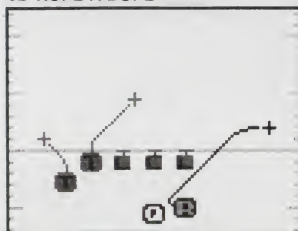


51 INCOMING

As tight ends create confusion, watch for running back out of backfield.

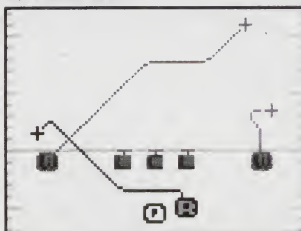


52 ROPE-A-DOPE



Pass options spread defense. Effective as set-up for knock-out punch.

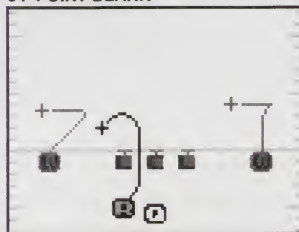
53 LONG SHOT



takes time, but can be a winner.

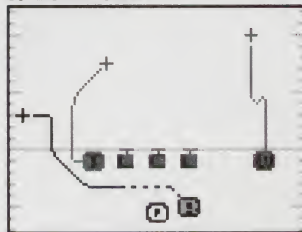
Fire close-range bullet for quick gain.

54 POINT BLANK

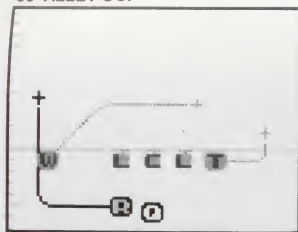


Running back in motion. Guaranteed to spread defense.

55 DOWNTOWN

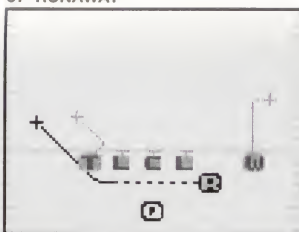


56 ALLEY-OOP



Running back draws pass coverage.

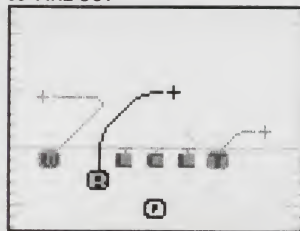
57 RUNAWAY



Running back in motion—easy target out of backfield.

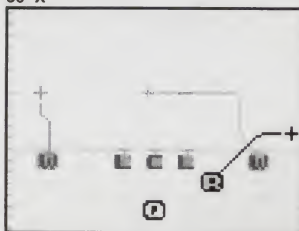
Watch your options as 3 receivers spread defense.

58 FIRE OUT

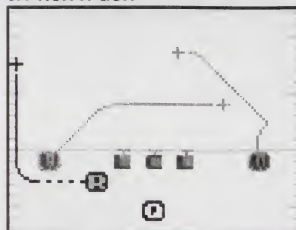


Sure thing to running back out of slot.

59 X

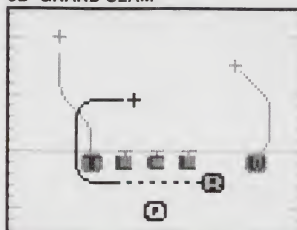


5A RUN-N-GUN



Running back in motion, shoots down sideline.

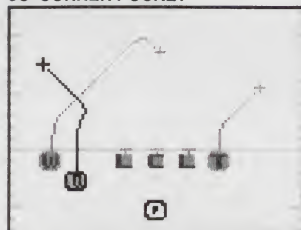
5B GRAND SLAM



Running back in motion. Tight end takes it deep.

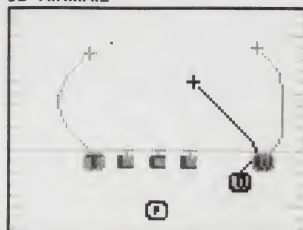
5C CORNER POCKET

Wide receivers criss-cross—can rack up big yardage.

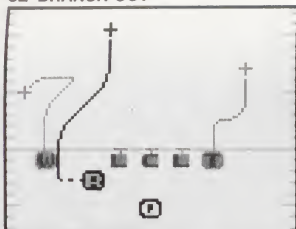


5D AIRMAIL

Delivery to any of 3 destinations can be effective.



5E BRANCH-OUT



Running back in motion. Be patient as 3 receivers spread it out.

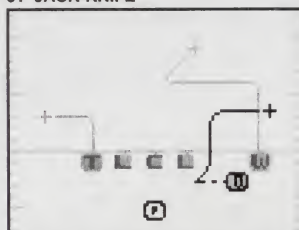
5F AIR STRIKE



Choose your weapon—short or long range.

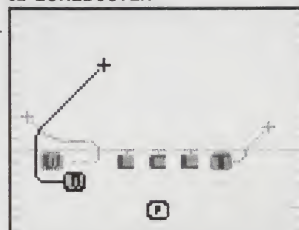
61 JACK-KNIFE

Wide receiver in motion from slot. Wide receivers split zone.

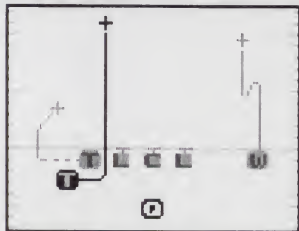


62 ZONEBUSTER

Wide receiver in motion, criss-crosses with other wide receiver.

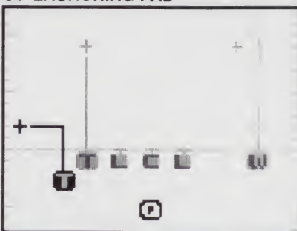


63 AIR ATTACK



Balanced long-range bombardment.

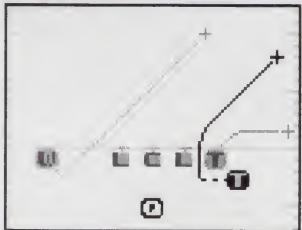
64 LAUNCHING PAD



2 receivers take off deep, 3rd provides escape hatch on left.

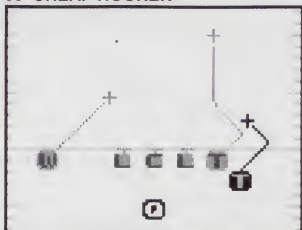
65 HIGH WATER

Twin deep receivers give deep zone plenty of action.

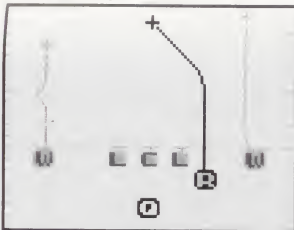


Quick shot to wide receiver, or wait for more dangerous pass to tight end.

66 CHEAP HOOKER



67 MAIL DROP



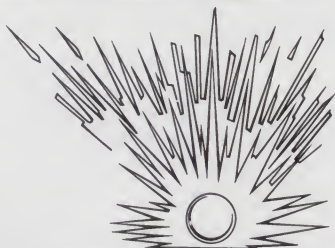
Aerial delivery to any of 3 speedy receivers.

Did you know...?

- The tight end's nickname at Atari is "the frog."
- The linebacker's nickname at Atari is "the turkey."
- The most popular play is "SLICK"!
- The robots in Cyberball are approximately 20 feet tall and 8 feet wide. They weigh 1500 to 2000 pounds each. Average cost: \$1,250,000.
- The ball used in Cyberball is made up of 350 pounds of steel and highly-explosive material. It measures 3 feet in diameter.
- There are no penalties or referees in Cyberball. League rules state that all robots must be programmed to avoid infractions.
- An invisible force-field protects Cyberball fans from errant passes, exploding balls, and flying pieces of exploding players.

Savez Vous?

- Le petit nom du tight end sur Atari est "la grenouille".
- Le petit nom du linebacker sur Atari est "le dindon".
- Le jeu le plus populaire est "SLICK".
- Les robots de Cyberball font environ 7 mètres de haut 3 mètres de large. Ils pèsent environ 1 tonne et coûtent en moyenne 1 250 000\$.



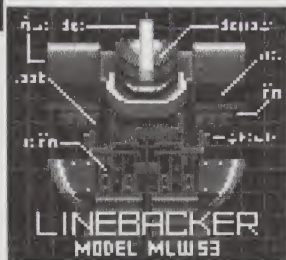
- La balle utilisée dans Cyberball pèse 175 kg, et est composée d'acier et de substances hautement explosives. Elle fait 1 mètre de diamètre.
- Il n'y a ni pénalités ni arbitres à Cyberball: les règles établissent que tous les robots doivent être programmés pour éviter les fautes.
- Un champ de force invisible protège les spectateurs contre les mauvaises passes, les balles explosives et les éclats de joueurs.
- Ein unsichtbares Kraftfeld schützt die Cyberball-Fans vor mißglückten Pässen, explodierenden Bällen und vor herumfliegenden Körperteilen der Spieler.

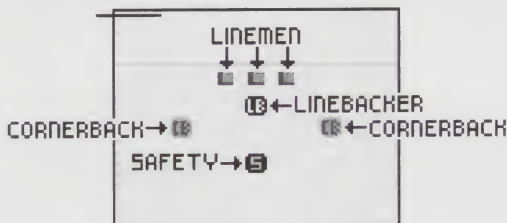
Lo Sapevi Che...

- All'Atari il soprannome per la meta è "la rana".
- All'Atari il soprannome per il LINEBACKER è "il tacchino".
- Il gioco più popolare è lo "SLICK".
- I robots in Cyberball sono alti approssimativamente più di 6 metri ed ampi circa 2,50 m. Pesano dalle 1500 alle 2000 libbre ognuno (più di 680 kg). Costo medio: \$1,250,000.
- La palla usata in Cyberball è fatta di 350 libbre di acciaio e materiale altamente esplosivo. Il diametro è di 91,44 cm.
- Non ci sono penalità o arbitri in Cyberball. Le regole di lega stabiliscono che tutti i robots debbano essere programmati al fine di impedire infrazioni.
- Un invisibile campo di forza protegge i fans di Cyberball dai vari passaggi, palle in fase di esplosione e pezzi volanti di giocatori esplosi.

WUßTEN SIE EIGENTLICH...?

- Man nennt den "Tight End" bei "Atari" den "Frosch".
- Der Spitzname für den Linebacker ("Libero") bei "Atari" LAUTET: "Der Truthahn".
- Die Roboter beim Cyberball sind annähernd sechs Meter groß und circa zwei Meter fünfzig "breit". Die Dinger wiegen so zwischen 750Kg bis zu einer Tonne. Durchschnittliche Kosten für einen Spieler: 1.250.000 Dollar.
- Der Spiel-Ball ist aus Stahl; hat ein Gewicht von 175 Kg und besteht aus hochexplosivem Material. Er hat einen Durchmesser von einem Meter.
- Es gibt weder Strafen noch Schiedsrichter beim Cyberball. Die Regeln besagen, daß jeder Roboter so programmiert werden muß, um keine Verstöße erst aufkommen zu lassen.





DEFENSIVE TIPS

- 1) Save your timeouts and use them in the 6th period if you are behind.
- 2) Keep defensive backs downfield of the receivers in pass coverage...then go for the pick-off after the ball is thrown.
- 3) Mix up your defenses—keeps the offense on its toes.
- 4) Try faking a blitz by pulling a blitzing defender into pass coverage.
- 5) Drone defenders can boost more than once, but player-controlled defenders can only boost once. Don't boost until you are sure of where the ball is going. Boost when:
 - (1) You have a "bead" on the ball carrier.
 - (2) The ball is passed to the opposite side of the field, away from you.
 - (3) You want to surprise the quarterback in a blitz.
- 6) Don't defend the previous play! Try to predict what the offense will do!

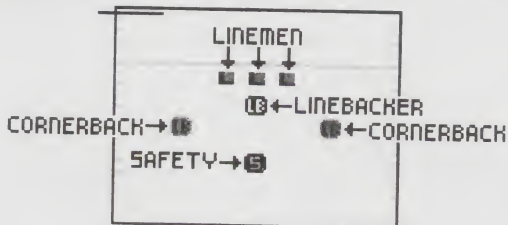
LES JOUEURS DEFENSIFS

Quelques conseils:

- 1) Sauvegardez vos arrêts de jeu et utilisez les en 6ème période si vous êtes en arrière.
- 2) Gardez vos défenseurs derrière les receveurs, pour couvrir les passes, et essayez les interceptions quand la balle est lancée.
- 3) Changez vos défenses, prenez l'attaque à son propre jeu.
- 4) Essayez de provoquer un contre en plaçant un défenseur rapide en couverture de passes.
- 5) Les défenseurs contrôlés par les joueurs ne peuvent forcer sur la balle qu'une seule fois: n'utilisez pas cette possibilité avant d'être sûr de l'endroit où va la balle. Foncez quand:
 - (1) Vous êtes sûr d'attraper le porteur de la balle
 - (2) La balle est de l'autre côté du terrain
 - (3) Vous voulez surprendre le quarterback par un contre
- 6) Ne jouez pas toujours de la même manière, essayez de prévoir les actions de l'attaque.

DEFENSIVTAKTIK:

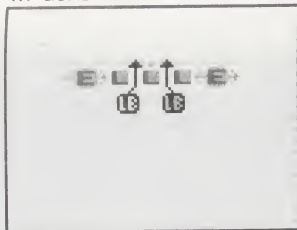
- 1) Nehmen Sie Ihre Auszeiten nur, wenn Sie im sechsten Abschnitt hinten liegen.
- 2) Gehen Sie mit Ihren Abwehrleuten an die Beine der Angreifer, so lange das Pass-Spiel erfolgt... Danach nehmen Sie den Ball auf, wenn dieser aus Verlegenheit geworfen wurde.
- 3) Verändern Sie Ihre Abwehr-Formationen so, daß der Gegner verwirrt wird.
- 4) Man versuche, einen Angriff vorzutäuschen, wenn man den Ball in den eigenen Reihen hat.
- 5) Ferngesteuerte Abwehrleute können mehr als einmal "aufdrehen", wo hingegen vom Spieler kontrollierte Abwehrspieler nur einmal richtig "aufdrehen" können. So drehen Sie nicht gerade auf, wenn Sie nicht wissen, wohin genau der Ball gepasst werden soll. Sie tun dies nur, wenn:
 - (1) Sie einen verheißungsvollen Angriff erfolgreich abschließen können.
 - (2) Der Ball auf die gegnerische Seite, weg von Ihnen, gespielt wurde.
 - (3) Sie beabsichtigen, den "Libero" des gegnerischen Teams zu überraschen.
- 6) Verzetteln Sie sich nicht in der Abwehr! Versuchen Sie zu erkennen, was der Angriff vor hat!



CONSIGLI DI DIFESA

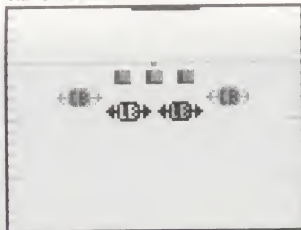
- 1) Tienti cari i tuoi recuperi ed usali nel sesto periodo se sei rimasto indietro.
- 2) Tieni le difese in basso rispetto al ricevitore quando copre il passaggio... poi scatta per la ricezione dopo che la palla è stata lanciata.
- 3) Mescola le tue difese – serve per confondere le idee all'attacco.
- 4) Prova ad ottenere un blitz inserendo un difensore blitz in una copertura da passaggio.
- 5) I difensori droni possono scattare più di una volta, ma i difensori comandati dal giocatore possono scattare solo una volta. Non scattare finché non sei sicuro di dove stia andando la palla. Scatta quando:
 - (1) Hai un "bead" su chi porta la palla.
 - (2) La palla viene passata alla parte opposta del campo lontana da te.
 - (3) Vuoi meravigliare il quarterback in un blitz.
- 6) Non difendere il gioco precedente. Cerca di prevedere cosa farà l'attacco!

1:1 GOAL LINE



Highly effective against Running and Option offenses. Lots of pressure on quarterback in both. Pull linebacker to cover pass.

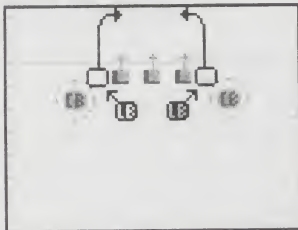
1:2 STANDARD RUN



Corners will string out outside run, but need help from linebackers to shut the run down. Excellent coverage on inside run. Nice flexibility in 2-player game.

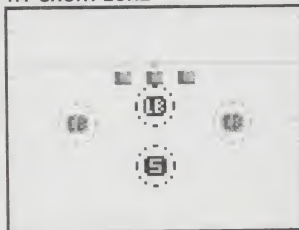
1:3 LB BLITZ

Tons of pressure from outside on quarterback. Should shut down outside run and short pass. Quite vulnerable against inside run and short pass. Don't overuse.

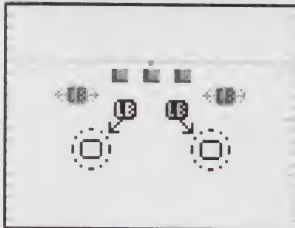


1:4 SHORT ZONE

Corners should cover outside zone and run. Lots of coverage up center against inside runs and middle passes.

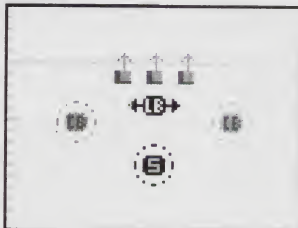


2:1 LB DROP



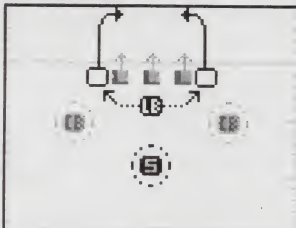
Excellent, square defense in 2-player game. Lots of defensive options in pass coverage with two backs in drop. Corner coverage against outside run. Vulnerable to inside run.

2:2 3-4



Good defense with "WARM" ball and long yardage. Balanced coverage against run and pass. Should shut down most medium plays.

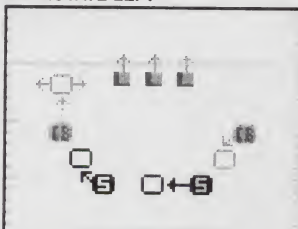
2:3 3-4 BLITZ



Puts pressure on backfield while providing some pass coverage. Shuts down run on the blitzing side. Linebacker will blitz to weak side. Play the safety or a corner for better pass coverage.

Puts added pressure on "long" side of field. Forces offense to run on "short" side. ("Rotate-right" also available when appropriate.) Lots of speed in backfield with two safeties.

2:4 ROTATE-LEFT



3:1 ZONE



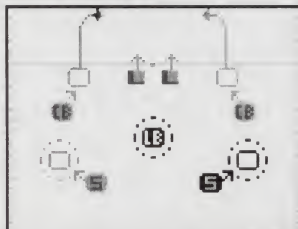
Square defense works well in 2-player game. Lots of coverage on outside forces passes to inside. The three linemen provide pass pressure.

3:2 NICKLE



Bread-and-butter against the pass. Moving the linebacker left or right provides extra coverage needed. Use defense against "pass only" players. Blitz one of the corners when offense is in shotgun!

3:3 NICKLE BLITZ



Two blitzing corners create headaches for quarterback. Vulnerable to short outside passes but great against longer passes. Corners make outside runs tough.

Perfect defense against "HOT" and long or "CRITICAL" and long. Bring linebacker forward to cover against shorter plays.

3:4 PREVENT

